

In the Claims:

1. A system comprising:

a plurality of casino games located in a gaming establishment wherein at least some of the games include a reader component adapted to detect a RFID tag in proximity to the reader component and read data from the RFID tag, wherein the RFID tag is carried by an individual in the gaming establishment; and

an information system including software operable on the system to record information concerning the movement and activities of an individual in a gaming establishment as determined from reading the RFID tag carried by the individual in the gaming establishment.

2. A system according to claim 1 further including a data transmission system connecting the reader component to the information system and wherein the transmission system comprises physical connectors connecting the information system to the reader components.

3. A system according to claim 1 further including a data transmission system connecting the reader component to the information system and wherein the transmission system comprises RF transmission components passing data between the reader components and the information system using radio frequency transmissions.

4. A system according to claim 1 wherein the reader component is an antenna.

5. A system according to claim 4 further wherein the reader component includes a reader unit receiving input from the antenna.

6. A system according to claim 5 further wherein the reader unit is located in the casino game.

7. A system according to claim 5 further wherein the reader unit is located outside of the casino game.

8. A system according to claim 4 further including a reader unit receiving input from a plurality of antennas wherein the antennas are located in two or more different casino games.
9. A method comprising:
 - providing a RFID tag to an individual in a gaming establishment;
 - the individual carrying the RFID tag with him or her as they move about or play games in the gaming establishment; and
 - using a RFID tag reader component situated in or near a casino game to receive information from the RFID tag.
10. A method according to claim 9 further including detecting an RFID tag in proximity to a casino game whether or not the individual plays the game.
11. A method according to claim 10 further including recording the individual's game playing history by determining the proximity to a casino game of a RFID tag carried by the individual.
12. A method according to claim 10 further including altering game play for an individual in response to detecting an individual at a game based on detecting a RFID tag.
13. A method according to claim 10 further wherein the casino game is at least in part an electronically controlled game.
14. A method according to claim 10 further wherein the RFID tag is mounted in a token or card an individual uses in connection with playing a casino game.
15. A method according to claim 10 further including situating the RFID tag reader behind a glass surface of a casino game.

16. A method according to claim 10 further including situating the reader device in the casino game in order to facilitate RF radiation traversing the game housing.
17. A method according to claim 10 further including situating the RFID tag reader on the top of a casino game.
18. A method according to claim 10 further including maintaining an information system receiving information derived from the reader components in the gaming establishment, wherein the information system provides for:
 - recording information concerning the movement and activities of an individual in a gaming establishment as determined from reading individual RFID tags by the reader components; and
 - altering the play of one or more casino games in response to the detection of a particular individual at a game.
19. A method according to claim 9 wherein the data transmission method comprises physical connectors connecting the information method to the reader components.
20. A method according to claim 9 wherein the data transmission method comprises RF transmission components passing data between the reader components and the information method using radio frequency transmissions.
21. A method according to claim 9 wherein the reader component is an antenna.
22. A method according to claim 21 further including a reader unit receiving input from the antenna.
23. A method according to claim 22 further wherein the reader unit is located in the casino game.

24. A method according to claim 22 further wherein the reader unit is located outside of the casino game.
25. A method according to claim 21 further including a reader unit receiving input from a plurality of antennas wherein the antennas are located in two or more different casino games.
26. A system comprising:
 - a RFID tag carried by an individual in a gaming establishment; and
 - a casino game including a reader component that detects a RFID tag in proximity to the reader component wherein the reader component is capable of receiving information from the RFID tag.
27. A system according to claim 26 further including a network connection that carries information from a reader component to an information system.
28. A system according to claim 26 further including a RF connection for carrying information from the reader component to an information system.
29. A system according to claim 26 further including an information system including software operable on the system to record information concerning the movement and activities of an individual in a gaming establishment as determined from reading RFID tags by the reader components.
30. A system according to claim 29 further including the software operable on the system to alter the play of one or more casino games in response to the detection of a particular individual at a game.
31. A system according to claim 29 further including the software operable on the system recording the individual's game playing history.

32. A system according to claim 29 further including the software operable on the system altering game play for an individual in response to detecting the individual at the game by detecting a RFID tag.
33. A system according to claim 29 further wherein the casino game is at least in part an electronically controlled game.
34. A system according to claim 29 further including the software operable on the system the RFID tag being part of a token or card an individual uses in connection with playing a casino game.
35. A system according to claim 29 further wherein the reader component is mounted in the casino game to facilitate RF radiation traversing the game housing.
36. A system according to claim 29 further including the software operable on the system situating the RFID tag reader on the top of a casino game.
37. A system according to claim 26 wherein the data transmission system comprises physical connectors connecting the information system to the reader components.
38. A system according to claim 26 wherein the data transmission system comprises RF transmission components passing data between the reader components and the information system using radio frequency transmissions.
39. A system according to claim 26 wherein the reader component is an antenna.
40. A system according to claim 39 further including a reader unit receiving input from the antenna.
41. A system according to claim 40 further wherein the reader unit is located in the casino game.

42. A system according to claim 40 further wherein the reader unit is located outside of the casino game.
43. A system according to claim 39 further including a reader unit receiving input from a plurality of antennas wherein the antennas are located in two or more different casino games.
44. A system comprising:
- a plurality of casino games located in gaming establishment wherein at least some of the games include a reader component that detects a RFID tag in proximity to the reader component;
 - at least some of the games carrying RFID tags;
 - wherein the reader component receives information from a RFID tag in the gaming establishment;
 - an information system including software operable on the system to record information concerning the location of a game in a gaming establishment as determined from reading a RFID tag carried by one of the casino games.
45. A method comprising:
- positioning a RFID tag with a casino game in a gaming establishment; and
 - using a reader component situated in or near a casino game to detect a RFID tag in proximity to the casino game and in turn determine the proximity of a casino game associated with the RFID tag.
46. A method according to claim 45 further including altering game play for a game in response to detecting another game in proximity thereto.
47. A method according to claim 45 further wherein the casino game is at least in part an electronically controlled game.

48. A method according to claim 45 further including situating the reader component in the casino game in order to facilitate RF radiation traversing the game housing.

49. A method according to claim 45 further including situating the RFID tag reader on the top of a casino game.

50. A method according to claim 45 further including maintaining an information system receiving information derived from the reader components in the gaming establishment, wherein the information system provides for:

recording information concerning a position of a game in a gaming establishment as determined from reading individual RFID tags by the reader components;

altering the play of one or more casino games in response to the detection of a particular game.

51. A method according to claim 45 further wherein the reader component is located in the casino game.

52. A method according to claim 45 further wherein the reader component is located outside of the casino game.

53. A method according to claim 45 further wherein the reader component includes a reader unit receiving input from a plurality of antennas wherein the antennas are located in two or more different casino games.

54. A system comprising:

a RFID tag fastened in or on a casino game in a gaming establishment; and
a casino game including a reader component that receives information from the RFID tag when in proximity to the reader component.

55. A system according to claim 54 further including an information system including software operable on the system to:

record information concerning the position of a game in a gaming establishment as determined from reading by the reader component RFID tags fastened in or on casino games.

56. A system according to claim 55 further including the software operable on the system to alter the play of one or more casino games in response to the detection of a particular game in proximity thereto.
57. A system according to claim 55 further wherein the RFID tag is mounted in the casino game to facilitate RF radiation traversing the game housing.
58. A method according to claim 55 further wherein the RFID tag is mounted on the top of a casino game.
59. A system comprising:
 - a plurality of casino games located in a gaming establishment having one or more reader components positioned therein, wherein the reader components are adapted to detect a RFID tag in proximity to the reader component and read data from the RFID tag, wherein the RFID tag is carried by an individual in the gaming establishment; and
 - an information system including software operable on the system to record information concerning the movement and activities of an individual in a gaming establishment as determined from reading the RFID tag carried by the individual in the gaming establishment.
60. A system according to claim 59 wherein the reader component is an antenna.
61. A system according to claim 60 further wherein the reader component includes a reader unit receiving input from the antenna.
62. A system according to claim 59 further wherein the reader unit is located in the casino game.

63. A system according to claim 59 further including a reader unit receiving input from a plurality of antennas wherein the antennas are located in two or more different locations.

64. A method comprising:

providing a RFID tag to an individual in a gaming establishment;
the individual carrying the RFID tag with him or her as they move about or play games in the gaming establishment; and
using a RFID tag reader component situated in the gaming establishment to receive information from the RFID tag.

65. A method according to claim 64 further including detecting an RFID tag in proximity to a casino game in the gaming establishment.

66. A method according to claim 64 further including recording the individual's game playing history by determining the proximity to a casino game of a RFID tag carried by the individual.

67. A method according to claim 64 further including altering game play for an individual in response to detecting an individual at a game based on detecting a RFID tag.

68. A method according to claim 64 further wherein the casino game is at least in part an electronically controlled game.

69. A method according to claim 64 further wherein the RFID tag is mounted in a token or card an individual uses in connection with playing a casino game.

70. A method according to claim 64 further including situating the reader device in the casino game in order to facilitate RF radiation traversing the game housing.

71. A method according to claim 64 further including situating the RFID tag reader on the top of a casino game.
72. A method according to claim 64 further including maintaining an information system receiving information derived from the reader components in the gaming establishment, wherein the information system provides for:
 - recording information concerning the movement and activities of an individual in a gaming establishment as determined from reading individual RFID tags by the reader components; and
 - altering the play of one or more casino games in response to the detection of a particular individual at a game.
73. A system comprising:
 - a RFID tag carried by an individual in a gaming establishment; and
 - a plurality of reader components positioned in the gaming establishment that detect a RFID tag in proximity to the reader component wherein the reader component is capable of receiving information from the RFID tag.
74. A system according to claim 73 further including an information system including software operable on the system to record information concerning the movement and activities of an individual in a gaming establishment as determined from reading RFID tags by the reader components.
75. A system according to claim 74 further including the software operable on the system to alter the play of one or more casino games in response to the detection of a particular individual at a game.
76. A system according to claim 75 further including the software operable on the system recording the individual's game playing history.

77. A system according to claim 75 further including the software operable on the system altering game play for an individual in response to detecting the individual at the game by detecting a RFID tag.
78. A system according to claim 75 further wherein the casino game is at least in part an electronically controlled game.
79. A system comprising:
- a plurality of casino games located in gaming establishment wherein the establishment includes a plurality of reader components that detect a RFID tag in proximity to the reader component;
 - at least some of the games carrying RFID tags;
 - wherein the reader component receives information from a RFID tag in the gaming establishment;
 - an information system including software operable on the system to record information concerning the location of a game in a gaming establishment as determined from reading a RFID tag carried by one of the casino games.
80. A method comprising:
- positioning a RFID tag with a casino game in a gaming establishment; and
 - using a reader component situated in the gaming establishment to detect a RFID tag in proximity to the reader and in turn determine the proximity of a casino game associated with the RFID tag.
81. A system comprising:
- a RFID tag fastened in or on a casino game in a gaming establishment; and
 - the establishment including a reader component positioned therein that receives information from the RFID tag when in proximity to the reader component.